

Name: \_\_\_\_\_



Period/Army: \_\_\_\_\_

### Discussion Questions

Please answer these questions in complete sentences. **Some of these numbers have multiple questions.** Answer all of the questions.

#### Chapter 6: The Giant's Drink

1. Describe the battleroom. What importance do gravity, lasers, and spacesuits have there?

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2. How do Ender and Alai become friends? What is surprising about Ender's relationship with Alai?

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3. Who do the boys choose to be their launch leader? Why does their choice seem appropriate?

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4. Describe the computer game. Why can't Ender beat the giant at first? How does he eventually win? What lesson does this teach Ender?

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#### Chapter 7: Salamander

5. Why is Ender promoted? What is surprising about his promotion?

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6. Describe the computer game now that Ender has beaten the giant. How does Ender identify with the children in the game?

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7. Why is Petra Arkanian exactly the wrong kind of friend to have? What valuable skill does she eventually teach Ender?

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8. What lessons does Ender learn from Bonzo Madrid about being a commander? What instructions does Bonzo give Ender concerning battles?

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9. Why are adults the real enemies?

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10. Why does Ender practice with his original Launchie group? What sorts of things does he teach them? How does Bonzo feel about Ender's practices?

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11. Discuss Salamander's battle with Condor. What does Ender realize at its conclusion?

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12. Why does Ender become suddenly homesick?

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13. Discuss Salamander's battle with Leopard. How does Bonzo react to Ender's actions during the battle?

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